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W. Jack Bouknight
September 1970 **Communications of the ACM**, Volume 13 Issue 9

Full text available: 🗎 pdf(1.66 MB)   Additional Information: full citation, references, citings

Keywords: half-tone computer graphics, hidden surface, line-scan image processing, polygonal surface structure presentations

2 Scalable parallel volume raycasting for nonrectilinear computational grids
Judy Challinger
November 1993 **Proceedings of the 1993 symposium on Parallel rendering**

Full text available: 🗎 pdf(1.22 MB)   Additional Information: full citation, references, citings, index terms

Keywords: parallel processing, scientific visualization, volume rendering

3 A scalable hardware render accelerator using a modified scanline algorithm
Michael Kelley, Stephanie Winner, Kirk Gould
July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on**

4 Poster Session: Multi-resolution and slice-oriented feature extraction and segmentation of digitized data

Giuseppe Patane, Michela Spagnuolo

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Computer graphics and interactive techniques, Volume 26 Issue 2

Full text available: 🔳 pdf(2.52 MB)   Additional Information: full citation, references, citings, index terms

Keywords: data sharing, low bandwidth, low cost, scanline

Full text available: 🔳 pdf(1.53 MB)   Additional Information: full citation, abstract, references, index terms

Given an object digitized as sequences of scan lines, we propose an approach to the extraction of feature lines and object segmentation based on a multi-resolution representation and analysis of the scan data. First, the scan lines are represented using a multi-resolution model which provides a flexible and useful reorganization of the data for simplification purposes and especially for the classification of points according to their level of detail, or scale. Then, scan lines are analyzed from ...

Keywords: feature detection, reverse engineering, segmentation

5 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: 🔳 pdf(7.36 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

6 Hierarchical and parallelizable direct volume rendering for irregular and multiple grids

Jane Wilhelms, Allen Van Gelder, Paul Tarantino, Jonathan Gibbs

October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available: 🔳 pdf(1.16 MB) 🔳 Publisher Site   Additional Information: full citation, references, citings, index terms

7

A survey of image registration techniques

Lisa Gottesfeld Brown

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Full text available: [pdf(5.20 MB)]   Additional Information: full citation, abstract, references, citings, index terms, review

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

8

Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available: [pdf(1.96 MB)]   Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

9

A scan-line hidden surface removal procedure for constructive solid geometry

Peter R Atherton

July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3

Full text available: [pdf(1.02 MB)]   Additional Information: full citation, abstract, references, citings, index terms

Keywords: k-D tree, computer graphics, curvilinear grid, direct volume rendering, irregular grid, scanline, scientific visualization

10 A pyramid-based approach to interactive terrain visualization

James Kaba, Joseph Peters

November 1993 **Proceedings of the 1993 symposium on Parallel rendering**

Full text available: 📄 pdf(2.18 MB)   Additional Information: full citation, references, citings, index terms

This paper presents a new methodology for resolving visible surface images of solid models derived from Boolean combinations of volumetric building blocks. The algorithm introduced here is an extension of well-established scan-line hidden surface removal procedures, and it integrates knowledge of a Boolean construction tree in the surface resolution process. Several hidden surface coherence properties are discussed in terms of their possible exploitation in the intricate solid model visuali ...

Keywords: Computer graphics, Computer-aided design, Constructive solid geometry, Hidden line removal, Hidden-surface removal, Solid modeling

11 Separable image warping with spatial lookup tables

G. Wolberg, T. E. Boult

July 1989   **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques,** Volume 23 Issue 3

Full text available: 📄 pdf(1.99 MB)   Additional Information: full citation, abstract, references, citings, index terms

Image warping refers to the 2-D resampling of a source image onto a target image. In the general case, this requires costly 2-D filtering operations. Simplifications are possible when the warp can be expressed as a cascade of orthogonal 1-D transformations. In these cases, separable transformations have been introduced to realize large performance gains. The central ideas in this area were formulated in the 2-pass algorithm by Catmull and Smith. Although that method applies over an important cla ...

Keywords: image rotation, mip maps, parallel rendering, pyramids, scan-line algorithms, terrain rendering

12 Scalable parallel algorithms for interactive visualization of curved surfaces

Subodh Kumar, Chun-Fa Chang, Dinesh Manocha

November 1996 **Proceedings of the 1996 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available: 📄 pdf(972.57 KB)   Additional Information: full citation, abstract, references, citings

We present efficient parallel algorithms for interactive display of higher order surfaces on current graphics systems. At each frame, these algorithms approximate the surface by polygons and rasterize them over the graphics pipeline. The time for polygon generation for each surface primitive varies between successive frames and we address issues in distributing the load across processors for different environments. This

includes algorithms to statically distribute the primitives to reduce d ...

13 Hardware antialiasing of lines and polygons

Walter Gish, Allen Tanner

June 1992 **Proceedings of the 1992 symposium on Interactive 3D graphics**

Full text available: pdf(1.39 MB)   Additional Information: full citation, references, index terms

14 Volume rendering on the MasPar MP-1

Guy Vézina, Peter A. Fletcher, Philip K. Robertson

December 1992 **Proceedings of the 1992 workshop on Volume visualization**

Full text available: pdf(725.82 KB)   Additional Information: full citation, references, citings, index terms

15 Drawing antialiased cubic spline curves

R. Victor Klassen

January 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 1

Full text available: pdf(1.45 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Cubic spline curves have many nice properties that make them desirable for use in comptuer graphics, and the advantages of antialiasing have been known for some years. Yet, only recently has there been any attempt at directly antialiasing spline curves. Parametric spline curves have resisted antialiasing in several ways: single segments may cross or become tangent to themselves. Cusps and small loops are easily missed entirely. Thus, short pieces of the curve cannot necessarily be rendered ...

16 A JPEG codec adaptive to region importance

Jiying Zhao, Yoshihisa Shimazu, Koji Ohta, Rina Hayasaka, Yutaka Matsushita

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available: pdf(1.47 MB)   Additional Information: full citation, references, index terms

Keywords: JPEG, adaptive codec, fuzzy reasoning, human visual system, region importance

17 Design and performance evaluation of new massively parallel VLSI mask verification algorithms in JIGSAW

Erik C. Carlson, Rob A. Rutenbar

January 1991 **Proceedings of the 27th ACM/IEEE conference on Design automation**

Full text available: 📄 pdf(1.95 MB)   Additional Information: full citation, abstract, references, index terms

This paper describes JIGSAW, the massively parallel mask checking system that has evolved from our earlier feasibility study on large-scale, fine-grain parallelism in simple mask checking tasks [1]. Unlike previous systems, JIGSAW parallelizes all phases of the checking process. We describe new techniques to handle all-angle geometry, the first massively parallel mask flattening and multi-layer netlist extraction algorithms, and measurements made comparing JIGSAW, running on a Connection Ma ...

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18 Load balancing for multi-projector rendering systems

Rudrajit Samanta, Jiannan Zheng, Thomas Funkhouser, Kai Li, Jaswinder Pal Singh

July 1999   **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: 📄 pdf(1.79 MB)   Additional Information: full citation, references, citings, index terms

Keywords: cluster computing, immersive display systems, load balancing, parallel rendering

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19 Texture mapping: Resample hardware for 3D graphics

Koen Meinds, Bart Barenbrug

September 2002   **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**

Full text available: 📄 pdf(909.72 KB)   Additional Information: full citation, abstract, references, index terms

Texture mapping is a core technology of current real-time 3D graphics systems. To avoid aliasing artifacts, the texture mapping process requires proper filtering. We present a new resample algorithm for two-pass forward texture mapping that is suited to an efficient hardware implementation. This method delivers high quality anti-aliased images using filter techniques based on digital signal processing. We use an input sample driven texture resample and filtering algorithm that "splats" ...

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20 Algorithms for division free perspective correct rendering

B. Barenbrug, F. J. Peters, C. W. A. M. van Overveld

August 2000   **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: 📄 pdf(552.19 KB)   Additional Information: full citation, abstract, references, index terms

Well Known implemetations for perspective correct rendering of planar polygons require a division per rendered pixel. Such a division is better to be avoided as it is an expensive operation in terms of silicon gates and clock cycles. In this paper we present a family of efficient midpoint algorithms that can be used to avoid division operators. These algorithms do not require more than a small number of additions per pixel. We show how these can be embedded in scan line algorithms and in al ...

Keywords: hyperbolic interpolation, midpoint algorithm, perspective correct, texture mapping

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image scan**
Lafruit, G.; Catthoor, F.; Cornelis, J.P.H.; De Man, H.J.;
Very Large Scale Integration (VLSI) Systems, IEEE Transactions on , Volume:
7 , Issue: 1 , March 1999
Pages:56 - 68

[Abstract]   [PDF Full-Text (516 KB)]   **IEEE JNL**

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2 **Comparison of microwave radiometers and radiosondes during the
Nauru-99 experiment**
Westwater, E.R.; Stankov, B.B.; Han, Y.; Shaw, J.A.; Long, C.N.; Lesht, B.M.;
Shannahoff, J.;
Geoscience and Remote Sensing Symposium, 2000. Proceedings. IGARSS 2000.
IEEE 2000 International , Volume: 7 , 24-28 July 2000
Pages:3024 - 3026 vol.7

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[Abstract]   [PDF Full-Text (228 KB)]   **IEEE CNF**

3   **Eliminating crosstalk in thin film transistor/liquid crystal displays**

Howard, W.E.; Alt, P.M.; Wisnieff, R.L.;
Display Research Conference, 1988., Conference Record of the 1988
International , 4-6 Oct. 1988
Pages:230 - 235

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Chen Xuede; Lu Siwei;
Systems, Man, and Cybernetics, 1997. 'Computational Cybernetics and Simulation'., 1997 IEEE International Conference on , Volume: 1 , 12-15 Oct. 1997

[Abstract]   [PDF Full-Text (736 KB)]   **IEEE CNF**

Pages:505 - 510 vol.1

2 **A pyramid-based approach to interactive terrain visualization**
Kaba, J.; Peters, J.;
Parallel Rendering Symposium, 1993 , 25-26 Oct. 1993
Pages:67 - 70, 106

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Helman, D.; JaJa, J.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 17 , Issue: 1 , Jan. 1995
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2 **Epipolar line estimation and rectification for stereo image pairs**
Papadimitriou, D.V.; Dennis, T.J.;
Image Processing, IEEE Transactions on , Volume: 5 , Issue: 4 , April 1996
Pages:672 - 676

[Abstract]   [PDF Full-Text (1072 KB)]   **IEEE JNL**

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3 High picture quality TV receiver with IDTV system

Sunada, K.; Sato, H.; Fujita, S.; Kawabata, E.; Nishida, M.; Okada, Y.; Hayashi,
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4 The best distribution for a parallel OpenGL 3D engine with texture caches

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5 Electric field and plasma potential measurements on TEXT-U using the 2 MeV heavy ion beam probe (HIBP)

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International Conference on , 3-5 June 1996
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6 A parallel real time implementation of stereo matching

Hong Jeong; Yuns Oh;
Parallel and Distributed Processing Symposium., Proceedings 15th
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8 **Fast range image segmentation for servicing robots**
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9 **Designing efficient parallel algorithms: models and paradigms with
applications to image processing**
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10 **A CMOS parallel Gouraud shading VLSI architecture**
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11 **Vehicle speed measurement using an imaging method**
Harvey, A.L.; Cohen, H.A.;
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Pages:1730 - 1733 vol.3

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12 **Image processing techniques in the evaluation of droplet size
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[Abstract]   [PDf Full-Text (787 KB)]   **IEEE CNF**

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Raskar, R.;
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